

## **AMENDMENTS TO THE CLAIMS:**

The listing of claims will replace all prior versions, and listings of claims in the application:

### **LISTING OF THE CLAIMS**

1. (Currently amended) A games system comprising
  - a non-programmable games console and
  - an adaptor unit,  
wherein the non-programmable games console comprises:
    - (i) a console housing;
    - (ii) a game interface within said console housing for receiving a game product;
    - (iii) a display interface within said console housing for interfacing said non-programmable games console to a display;
    - (iv) a user interface within said console housing for receiving user input;
    - (v) a game controller within said console housing for receiving game data from said game interface and said user input from said user interface and for generating therefrom game video data for output to said display interface;
    - (vi) an adaptor interface within said console housing for coupling the non-programmable games console with said adaptor unit; and
    - (vii) a video player within said console housing for receiving encoded video data from said adaptor unit via said adaptor interface and for outputting decoded video data to said display interface;  
wherein said adaptor unit comprises:
      - (i) an adaptor housing;
      - (ii) a video data receiver within said adaptor housing for receiving encoded video data from a remote video provider;
      - (iii) a games console interface within said adaptor housing for interfacing said adaptor unit to said adaptor interface of said non-programmable games console; and

(iv) a communications controller within said adaptor housing for outputting encoded video data to said video player of said non-programmable games console via said games console interface and said adaptor interface.

2. (Original) A system according to claim 1, wherein the adaptor unit further comprises

    encryption means for encrypting the video data to be output to said video player via said console interface and

    wherein said video player includes

        decryption means for decrypting the video data.

3. (Original) A system according to claim 2, wherein said video player includes embedded data for decrypting the encrypted video data.

4. (Original) A system according to claim 3, wherein said adaptor unit further comprises

    a secure processor for storing an encryption key for use by said encryption means for encrypting said video data.

5. (Original) A system according to claim 4, wherein an intermediate decryption key is provided in said secure processor, wherein said communications controller is operable to pass said intermediate decryption key to said video player via said console interface and said adaptor interface and wherein said decryption means of said video player is operable to decrypt said video data using said embedded data and said intermediate decryption key.

6. (Original) A system according to claim 4, wherein said secure processor is formed on a smart-card which is retractable from a smart-card reader mounted within said adaptor housing.

7. (Currently amended) A system according to claim 1, wherein said adaptor unit further comprises

a large capacity storage means for storing video data or game data and  
wherein said non-programmable games console further comprises

a controller responsive to a user input from said user interface and operable to transmit game history data to said communications controller of said adaptor unit via said console interface and said adaptor interface and wherein said communications controller is operable to store said game history data in said large capacity storage means.

8. (Original) A system according to claim 1, wherein said adaptor unit further comprises

a modem within said adaptor housing for connecting the adaptor unit to a data network.

9. (Currently amended) A system according to claim 8, wherein said non-programmable games console further comprises

a web browser within said console housing for receiving menu pages from a remote server via said modem in said adaptor unit, said console interface and said adaptor interface and for generating menu screens for output to said display interface.

10. (Currently amended) A system according to claim 8, wherein said non-programmable games console is operable to transmit and to receive game data to and from said data network via said modem and said adaptor unit to provide network gaming to a user thereof.

11. (Currently amended) An adaptor unit for use with a non-programmable games console, the adaptor unit comprising:

an adaptor housing;  
a video data receiver within the adaptor housing for receiving encoded video data from a remote video provider;

a games console interface within said adaptor housing for interfacing said adaptor unit to said non-programmable games console; and

a communications controller within said adaptor housing for outputting encoded video data to said non-programmable games console via said games console interface; the non-programmable games console comprising:

a console housing;

a game interface within the console housing for receiving a game product;

a display interface within the console housing for interfacing the non-programmable games console to a display;

a user interface within the console housing for receiving user input;

a game controller within the console housing for receiving game data from the game interface and user input from the user interface and for generating therefrom game video data for output to the display interface;

an adaptor interface within the console housing for coupling the the non-programmable games console with the adaptor unit via the games console interface; and

a video player within the console housing for receiving the encoded video data from the adaptor unit via the adaptor interface and for outputting decoded video data to the display interface.

12. (Currently amended) An adaptor unit according to claim 11, further comprising encryption means for encrypting the video data to be output to said non-programmable games console via said console interface and

a secure processor within said adaptor housing for storing an encryption key for use by said encryption means for encrypting said video data.

13. (Original) An adaptor unit according to claim 12, wherein said secure processor is retractable from said adaptor housing and is formed on a smart-card and wherein said adaptor housing includes

a smart-card reader for reading the encryption key from said smart-card processor.

14. (Currently amended) An adaptor unit according to claim 11, further comprising a large capacity storage means for storing video data or game data and wherein said communications controller is operable to receive game history data from said non-programmable games console via said console interface and is operable to store the received game history data in said large capacity storage means.

15. (Original) An adaptor unit according to claim 11, further comprising a modem within said adaptor housing for connecting the adaptor unit to a data network.

16. (Currently amended) An adaptor unit according to claim 15, wherein said adaptor unit is operable to receive game data from said non-programmable games console and to transmit the received game data to said data network and is operable to receive game data from said data network and to transmit the game data received from the data network to said non-programmable games console, to provide network gaming to a user of the non-programmable games console.

17. (Currently amended) A non-programmable games console for use in the system according to claim 1 with an adaptor unit, the non-programmable games console comprising:

- a console housing;
- a game interface within said console housing for receiving a game product;
- a display interface within said console housing for interfacing said non-programmable games console to a display;
- a user interface within said console housing for receiving user input;
- a game controller within said console housing for receiving game data from said game interface and said user input from said user interface and for generating therefrom game video data for output to said display interface;
- an adaptor interface within said console housing for coupling the non-programmable games console with said adaptor unit; and

a video player within said console housing for receiving encoded video data from said adaptor unit via said adaptor interface and for outputting decoded video data to said display interface.

18. (Currently amended) A non-programmable games console according to claim 17, wherein said non-programmable games console further comprises

a controller responsive to a user input from said user interface and operable to transmit game history data to said adaptor unit.

19. (Currently amended) A non-programmable games console according to claim 17, further comprising

a web browser within said console housing for receiving menu pages from a remote server via a modem in said adaptor unit, and for generating menu screens for output to said display interface.

20. (Currently amended) A non-programmable games console according to claim 19, operable to transmit and to receive game data to and from said data network via said modem and said adaptor unit to provide network gaming to a user thereof.

21. (Currently amended) A method of providing video data for display, the method comprising the steps of:

interfacing an adaptor unit with a non-programmable games console via a games console interface associated with the adaptor unit and an adaptor interface associated with the non-programmable games console;

receiving game data associated with a game product at the non-programmable games console;

receiving user input at the non-programmable games console;

receiving at said adaptor unit encoded video data from a remote video provider;

outputting encoded video data from said adaptor unit to said non-programmable games console through said games console interface and the adaptor interface;

decoding in said non-programmable games console said encoded video data to generate decoded video data;

generating game video data based at least in part on the received game data and the received user input; and

outputting the decoded video data for and the game video data via a display interface associated with the non-programmable games console to a display.